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| <div> <div>All That Glitters</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Battlefield Forge</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {W}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <div>Battlefield Forge</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {W}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                             | <div> <div>Battlefield Forge</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {W}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                             |
| <div> <div>Battlefield Forge</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {W}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    | <div> <div>Castle Ardenvale</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Plains.</p> <p>{T}: Add {W}.</p> <p>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demonic Ruckus</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demonic Ruckus</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 and has menace and trample.</p> <p>When this Aura is put into a graveyard from the battlefield, draw a card.</p> <p>Plot {R} (You may pay {R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Alter, Scott - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 4:

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

① R

Enchant creature  
Enchanted creature gets +1/+1 and  
has menace and trample.  
When this Aura is put into a  
graveyard from the battlefield, draw  
a card.  
Plot {R} (You may pay {R} and exile  
this card from your hand. Cast it as  
a sorcery on a later turn without  
paying its mana cost. Plot only as a  
sorcery.)

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① R

Enchant creature  
Enchanted creature gets +1/+1 and  
has menace and trample.  
When this Aura is put into a  
graveyard from the battlefield, draw  
a card.  
Plot {R} (You may pay {R} and exile  
this card from your hand. Cast it as  
a sorcery on a later turn without  
paying its mana cost. Plot only as a  
sorcery.)

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## Legendary Land

{T}: Add {W}.  
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

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®

Enchant creature  
Enchanted creature gets +1/+0 and  
has haste.  
Escape--{{1}{R}}, Exile two other  
cards from your graveyard. (You may  
cast this card from your graveyard  
for its escape cost.)

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W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Enchant creature  
Enchanted creature gets +1/+1 for  
each enchantment you control and has  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Fable of the Mirror-Breaker</b> ②R<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><div style="text-align: right; border: 1px solid black; padding: 2px; width: 40px; margin: 0 auto;">2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> ②R<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><div style="text-align: right; border: 1px solid black; padding: 2px; width: 40px; margin: 0 auto;">2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> ②R<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><div style="text-align: right; border: 1px solid black; padding: 2px; width: 40px; margin: 0 auto;">2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fable of the Mirror-Breaker</b> ②R<br><hr/> Enchantment -- Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter.)<br>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br>II -- You may discard up to two cards. If you do, draw that many cards.<br>III -- Exile this Saga, then return it to the battlefield transformed under your control.<br><hr/> <p style="text-align: center;">- - - BACK FACE - - -</p> <b>Reflection of Kiki-Jiki</b><br><hr/> Enchantment Creature -- Goblin Shaman<br><hr/> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.<br><div style="text-align: right; border: 1px solid black; padding: 2px; width: 40px; margin: 0 auto;">2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Gryff's Boon</b> W<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature gets +1/+0 and has flying.<br>{3}{W}: Return this card from your graveyard to the battlefield attached to target creature.<br>Activate only as a sorcery.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <b>Inspiring Vantage</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {W}.<br><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

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| <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                  | <p><b>Jegantha, the Wellspring</b> (4)(R/G)</p> <p>Legendary Creature -- Elemental Elk</p> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Light-Paws, Emperor's Voice</b> (1)(W)</p> <p>Legendary Creature -- Fox Advisor</p> <p>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Light-Paws, Emperor's Voice</b> (1)(W)</p> <p>Legendary Creature -- Fox Advisor</p> <p>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Light-Paws, Emperor's Voice</b> (1)(W)</p> <p>Legendary Creature -- Fox Advisor</p> <p>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Light-Paws, Emperor's Voice</b> (1)(W)</p> <p>Legendary Creature -- Fox Advisor</p> <p>Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             | <p><b>Mana Confluence</b></p> <p>Land</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 | <p><b>Mana Confluence</b></p> <p>Land</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                 |

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**1/1**

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W

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**1/1**

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sentinel's Eyes</div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets +1/+1 and has vigilance.<br/>Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Enchant creature  
Enchanted creature gets +1/+1 and  
has vigilance.  
Escape--[W], Exile two other cards  
from your graveyard. (You may cast  
this card from your graveyard for  
its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

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W

Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

```
Flash
Enchant creature you control
As long as this Aura entered this
turn, enchanted creature has
hexproof.
Enchanted creature gets +1/+1.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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① ② W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Sram, Senior Edificer</b> (1)(W)<br><hr/> Legendary Creature -- Dwarf Advisor<br><hr/> <p>Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                         | <b>Sram, Senior Edificer</b> (1)(W)<br><hr/> Legendary Creature -- Dwarf Advisor<br><hr/> <p>Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                | <b>Sram, Senior Edificer</b> (1)(W)<br><hr/> Legendary Creature -- Dwarf Advisor<br><hr/> <p>Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                |
| <b>Sram, Senior Edificer</b> (1)(W)<br><hr/> Legendary Creature -- Dwarf Advisor<br><hr/> <p>Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                 | <b>Abzan Advantage</b> (1)(W)<br><hr/> Instant<br><hr/> <p>Target player sacrifices an enchantment of their choice. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Cathar Commando</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Cathar Commando</b> (1)(W)<br><hr/> Creature -- Human Soldier<br><hr/> <p>Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment.</p> <p>[sideboard]</p> <div>3/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <b>Cathar Commando</b> <span>1W</span> </div> <div>           Creature -- Human Soldier         </div> <div>           Flash<br/>           {1}, Sacrifice this creature:<br/>           Destroy target artifact or<br/>           enchantment.         </div> <div>           [sideboard]         </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                         | <div> <b>Deafening Silence</b> <span>W</span> </div> <div>           Enchantment         </div> <div>           Each player can't cast more than one<br/>           noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Deafening Silence</b> <span>W</span> </div> <div>           Enchantment         </div> <div>           Each player can't cast more than one<br/>           noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Get Lost</b> <span>1W</span> </div> <div>           Instant         </div> <div>           Destroy target creature,<br/>           enchantment, or planeswalker. Its<br/>           controller creates two Map tokens.<br/>           (They're artifacts with "{1}, {T}",<br/>           Sacrifice this token: Target<br/>           creature you control explores.<br/>           Activate only as a sorcery.")         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div> <b>Get Lost</b> <span>1W</span> </div> <div>           Instant         </div> <div>           Destroy target creature,<br/>           enchantment, or planeswalker. Its<br/>           controller creates two Map tokens.<br/>           (They're artifacts with "{1}, {T}",<br/>           Sacrifice this token: Target<br/>           creature you control explores.<br/>           Activate only as a sorcery.")         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Invasion of Gobakhan</b> <span>1W</span> </div> <div>           Battle -- Siege         </div> <div>           (As a Siege enters, choose an opponent to protect it.<br/>           You and others can attack it. When it's defeated,<br/>           exile it, then cast it transformed.)<br/>           When this Siege enters, look at target opponent's<br/>           hand. You may exile a nonland card from it. For as<br/>           long as that card remains exiled, its owner may play<br/>           it. A spell cast this way costs {2} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>D 3</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Lightshield Array</b> </div> <div>           Enchantment         </div> <div>           At the beginning of your end step, put<br/>           a +1/+1 counter on each creature that<br/>           attacked this turn.<br/>           Sacrifice this enchantment: Creatures<br/>           you control gain hexproof and<br/>           indestructible until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Invasion of Gobakhan</b> <span>1W</span> </div> <div>           Battle -- Siege         </div> <div>           (As a Siege enters, choose an opponent to protect it.<br/>           You and others can attack it. When it's defeated,<br/>           exile it, then cast it transformed.)<br/>           When this Siege enters, look at target opponent's<br/>           hand. You may exile a nonland card from it. For as<br/>           long as that card remains exiled, its owner may play<br/>           it. A spell cast this way costs {2} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>D 3</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Lightshield Array</b> </div> <div>           Enchantment         </div> <div>           At the beginning of your end step, put<br/>           a +1/+1 counter on each creature that<br/>           attacked this turn.<br/>           Sacrifice this enchantment: Creatures<br/>           you control gain hexproof and<br/>           indestructible until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Invasion of Gobakhan</b> <span>1W</span> </div> <div>           Battle -- Siege         </div> <div>           (As a Siege enters, choose an opponent to protect it.<br/>           You and others can attack it. When it's defeated,<br/>           exile it, then cast it transformed.)<br/>           When this Siege enters, look at target opponent's<br/>           hand. You may exile a nonland card from it. For as<br/>           long as that card remains exiled, its owner may play<br/>           it. A spell cast this way costs {2} more to cast.         </div> <div>           [sideboard]         </div> <div> <div>D 3</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Lightshield Array</b> </div> <div>           Enchantment         </div> <div>           At the beginning of your end step, put<br/>           a +1/+1 counter on each creature that<br/>           attacked this turn.<br/>           Sacrifice this enchantment: Creatures<br/>           you control gain hexproof and<br/>           indestructible until end of turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

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① W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

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① ② W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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